## Subject: Re: Convolution, IDL & Numerical Recipes Posted by R.G. Stockwell on Fri, 01 Nov 2002 18:44:51 GMT

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David Fanning wrote:
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> David

> R.G. Stockwell (sorry@noemail.now) writes: > > >> Perhaps you want to use the following keywords: >> Check out the help file to see the effects the keywords >> have on how the arrays line up to be convolved. >> (Note: you must explicitly set center=0, or else it defaults >> to 1) > > Alright, now, can you give me the layman's definition > of the difference between spacial filtering (CENTER=1) > and convolution "in the strict mathematical sense" > (CENTER=0). > Cheers,

If I may answer quickly off the top of my head without thinking about it or looking at the help files, then I'd say, .. uh.... hmmm.... oh I better look it up.

Ok, convol is just about the most messed up piece of code that IDL has. (Don't get me started about people using the letter "I" as a variable, which to me is indistinguishable from the number "1").

The difference is quite profound between the two.

IF center = 0 EXPLICITLY, then you have the sum of A[t-m/2+i] K[i] NOTE that the index of A is a constant +i, this is a correlation. The kernel shifts along, and the time series shifts along in the same direction.

IF center = 1 OR is ommitted, then you have the sum of A[t-i] K[i] NOTE that the index of A is now a constant - i, this is a convolution. The kernel shifts along, BUT the time series is shifting backwards (in the opposite direction).

Also, the offsets move around too.

> Which would I use if I'm trying to make a pretty image? :-)

I suggest running all possible permutations of the keywords, and selecting the one that matches the textbook examples:)

Note the way the results are not even similar! YAY!